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GI JOCKEY™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-50584

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 382KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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G1 JOCKEY™

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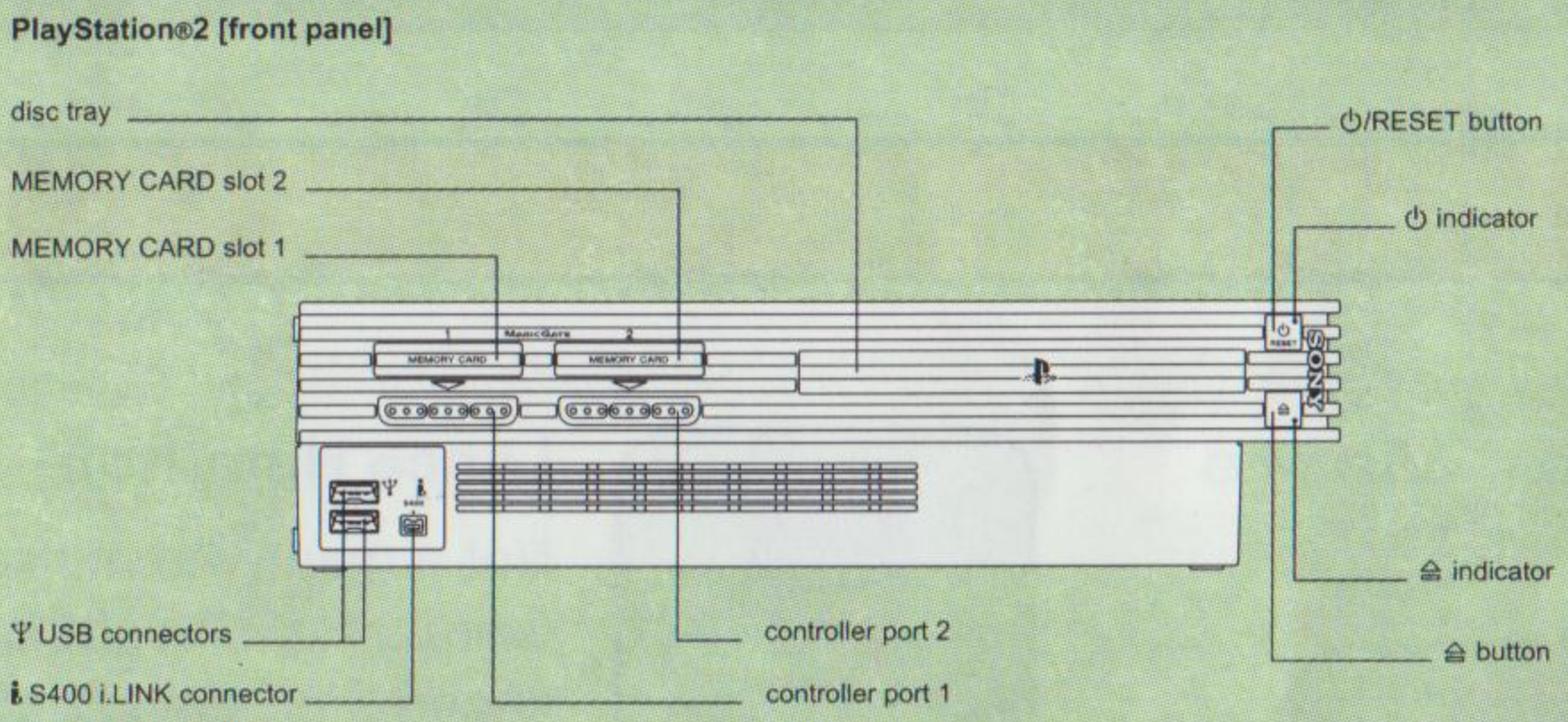
Starting up



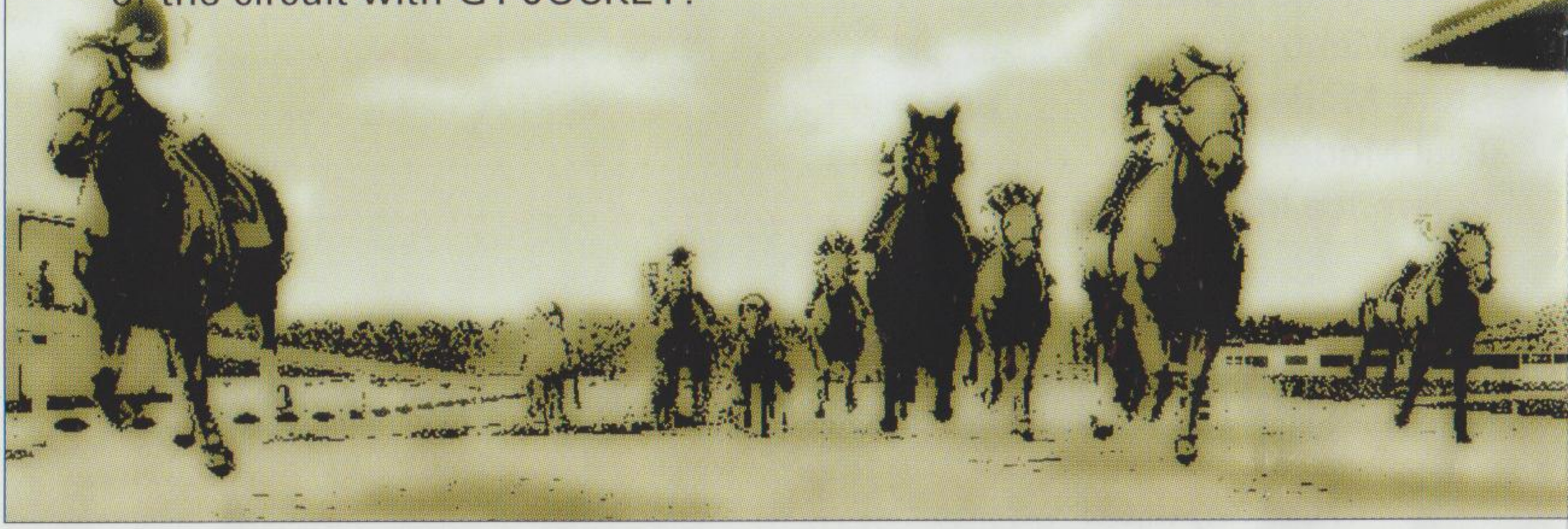
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the ⏻ /RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens. Place the G1 JOCKEY disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Options Data autoload on boot up. Insert your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

About G1 JOCKEY

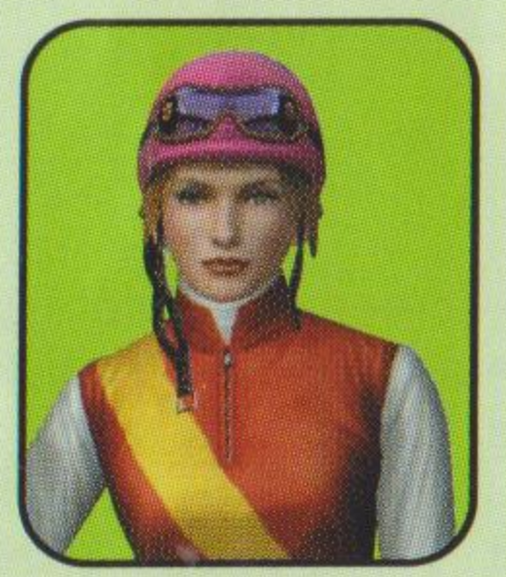
Welcome to the world of G1 JOCKEY!

"G1 JOCKEY" is a game in which the player can become a jockey and experience exciting horseracing action. Thrilling, high-quality racing scenes have now become a reality with the power of the PlayStation®2. In addition to being able to choose between a variety of horses and races, other features such as steeplechases and a two-player mode provide for hours of horseracing entertainment. Now, you too can become the king of the circuit with G1 JOCKEY!



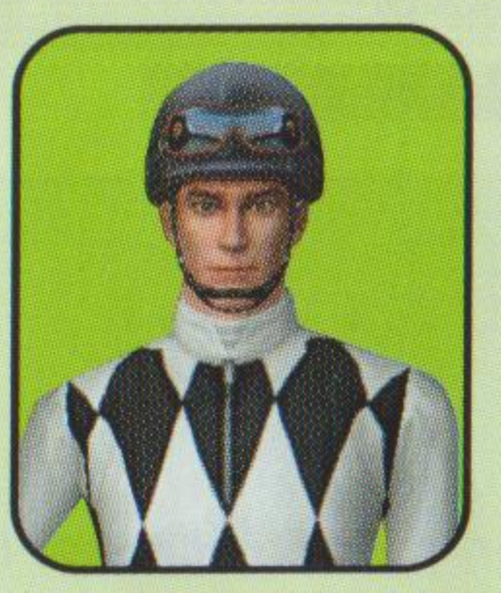
Main characters

Your Year Mates



Julie Laurie

The one that keeps the group together. She looks very gentle but has an iron will.



Lance Hamilton

Not a man who minces words. He is bright and cheerful on the surface, but has a more sombre side as well.

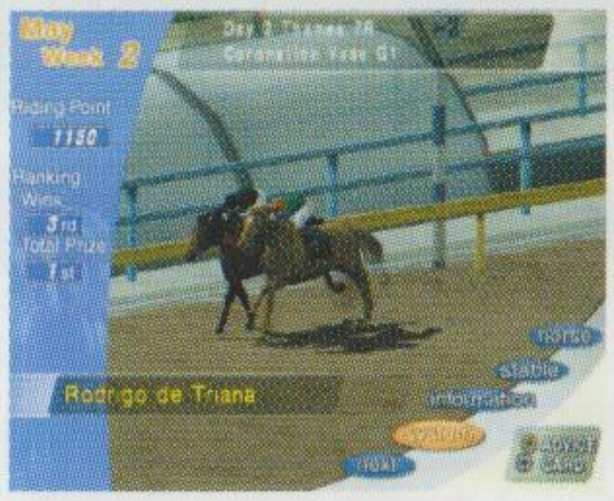
Experienced Jockeys

Troy Barton

A veteran who is always willing to give advice to apprentices.

Story Mode

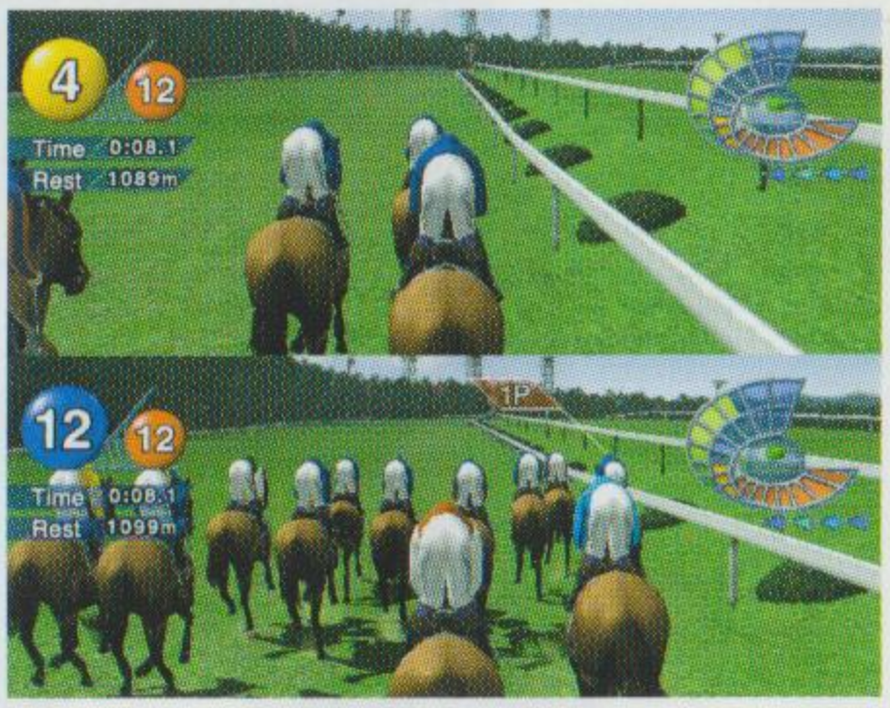
In the Story Mode, the player becomes a stable apprentice and attempts to become a top-class jockey. The story is completed when the player becomes the Leading Jockey, though game-play can be continued even after the ending.



Play your way from apprentice to leading jockey!

Trial Mode

In the Trial Mode you can select one horse to race in a track of your choice.

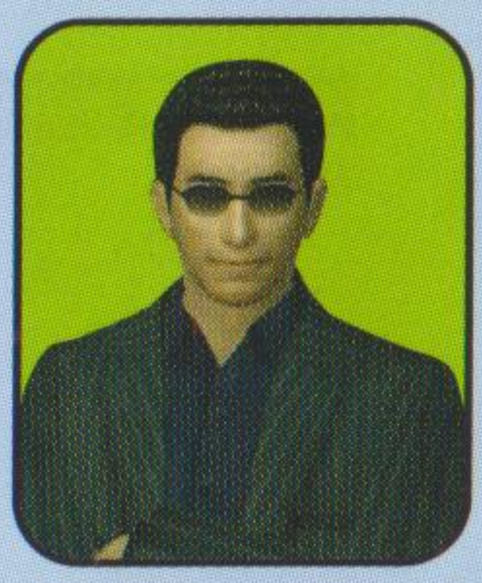


For two-player action, choose Trial Mode.

Other Characters

Robert Nakata

A famous racing agent whose name is well known in racing circles.



Sara Loussier

A former newspaper reporter whose charming personality and good looks have led to her current position of TV star.

Ellen Anderson

She is currently the top female jockey.

Many other characters also appear during the course of the game.

Operating Instructions

Main Screen Game Controls

analog controller (DUALSHOCK®2)

L1/R1 button
Scroll data

L2/R2 button
Scroll data

directional button
Move the cursor or change the page mode indicator

ANALOG mode button

SELECT button
Not used

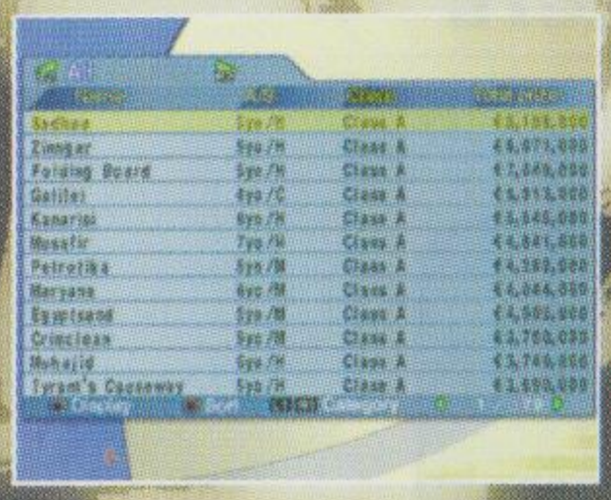
START button
Not used.

⊗button
Enter

○button
Show sort subjects

△button
Cancel / Return to previous page

□button
Show detailed info/Show riding schedule

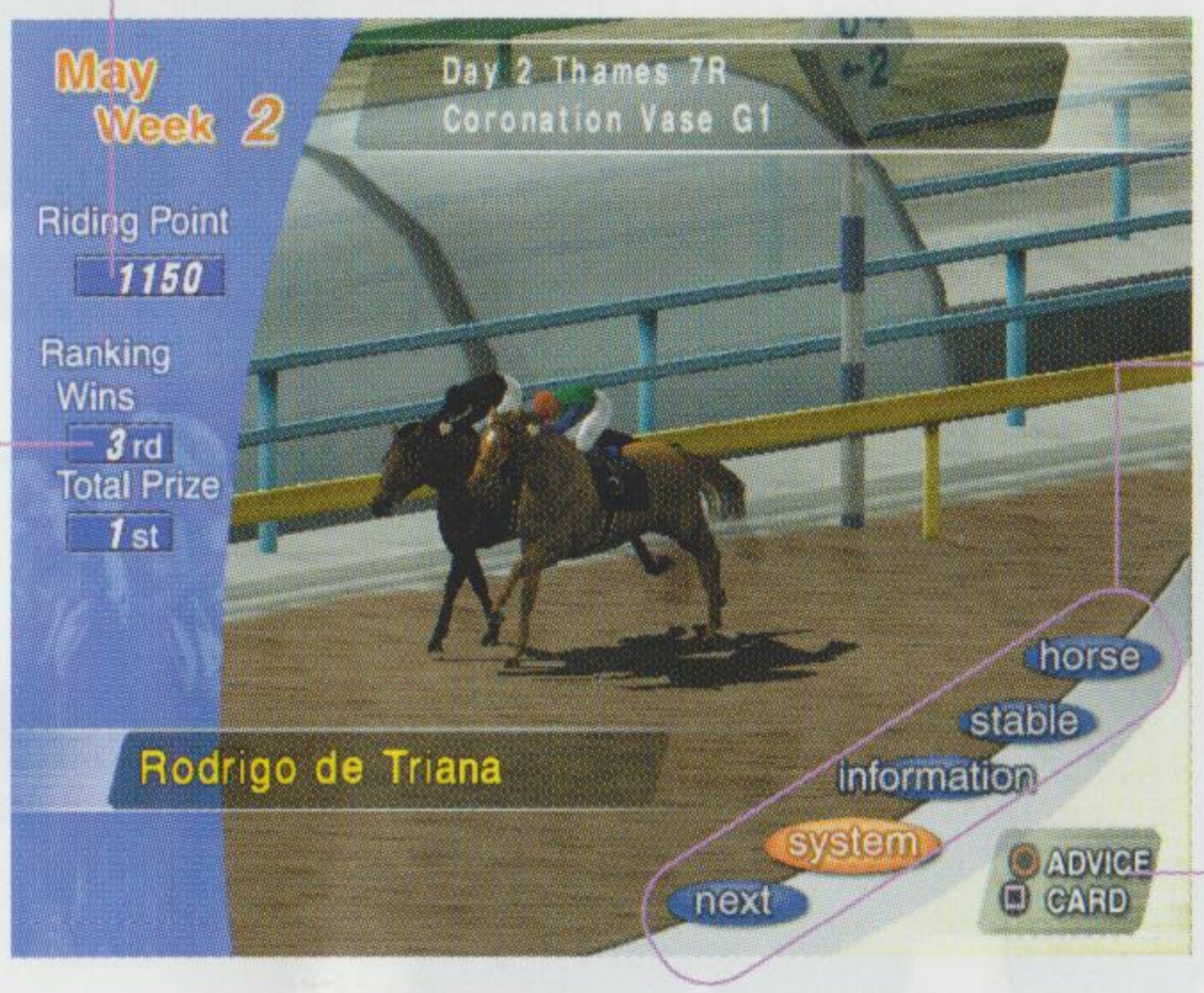


If you press the □ button when looking at the horse list...

□ button

...you can change the layout of the list

Main Screen



Riding Points

See page 17

Press the L1/R1 button to change the horse being trained. Press the L2/R2 button to change the race name on the screen.

General Commands

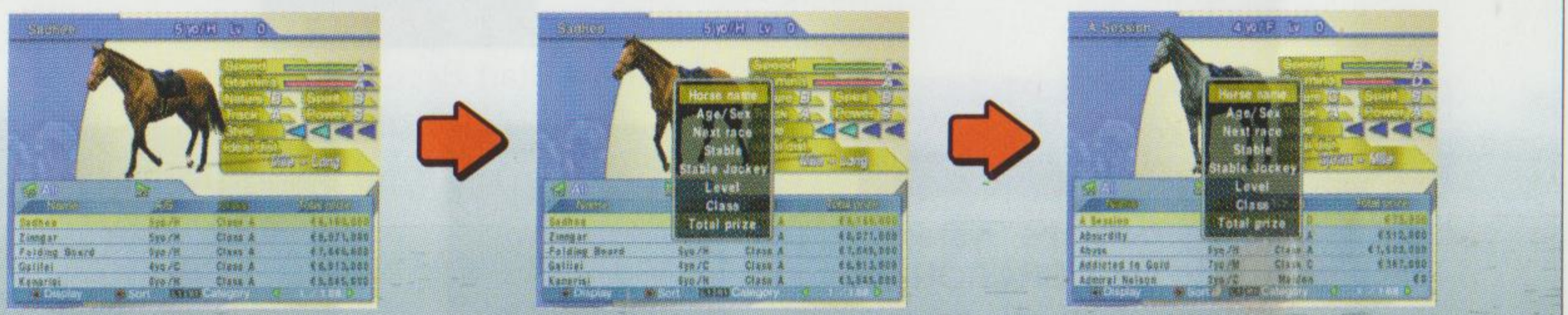
See page 20

Press the □ button to call up the race card and your ride schedule for that week.

Rankings

Sorting the Lists

If you press the ◎ button while the list of racehorses or the jockeys' rankings are displayed, the categories by which the data may be sorted will be shown. Select a category and the items will be sorted accordingly. If you select that same category again, the items will be arranged in reverse order.



Call up the categories by pressing the ◎ button

Select the category to sort by

Sort complete

Race Controls

Analog Controller (DUALSHOCK®2)

L1/L2 button

Look to the left. The harder you press, the more you will turn around.

R1/R2 button

Look to the right. The harder you press, the more you will turn around.

directional button

Move the horse left/right.

ANALOG mode button

left analog stick

Move the horse left/right.

SELECT button

Not used.

START button

Pause the game.

- The controls are the same for the analog controller (DUALSHOCK®) and the digital controller.

△ button: Start Race/Urge on the horse

□ button: Whip left

○ button: Whip right

✕ button: Pull on the reins/Jump (only in steeplechases)

Turning the Vibration Function On and Off

Select "Option" from the System Menu, and go to the VIBRATION setting (see page 24). If you set it at ON, the analog controller (DUALSHOCK®) or analog controller (DUALSHOCK®2) will vibrate.

• The ANALOG mode button is not used in this game.

The Race Screen

Your current position, and the number of horses in the race.

Current time.

Distance left to the winning post.

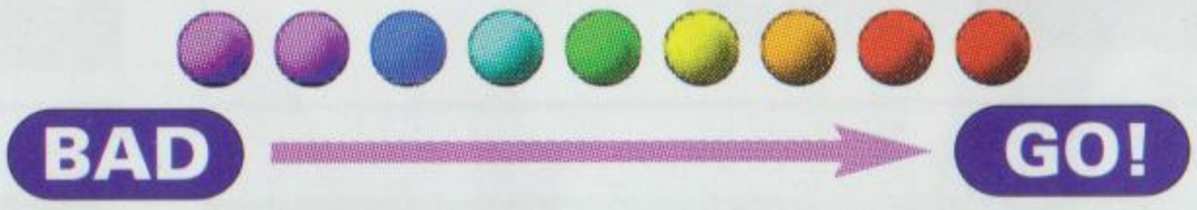
Speed Meter
Your horse's speed. The top speed will depend on each individual horse.

Stamina Gauge
Shows your horse's stamina. The faster a horse goes, the more quickly it will lose stamina.

Racing Style
The preferred position for your horse in races.

Potential Gauge
Shows how much stamina your horse has in reserve. Even if the Stamina Gauge is at empty, if the horse still has potential it won't lose speed. Accelerating causes your horse to lose potential.

Motivation Marker
Shows your horse's motivation. There are nine levels in all, which change according to the horse's speed. The closer the marker is to green, the more your horse's potential will increase.



The Pause Screen

If you press the START button during a race you can freeze the action. Select a command and press the START button.

CONTINUE	Continue the race.
RETIRE	Retire from the race. (Only appears in Trial Mode)
RESTART	Start the race again from the beginning. (Only appears in Trial Mode)
EXIT	End the replay. (Only appears during Replay)

Steeplechase Controls

During steeplechases, a bar will appear just before you jump a fence. When the cursor is at green, press the ⊗ button. If you blow your timing you'll lose a lot of ground!

TIPS FOR

Different Racing Styles

FRONT-RUNNER HORSES

START

Be very careful here

It's absolutely vital for a front-runner to get off to a good start. If you're slow off the mark, you'll have to use a lot of stamina and potential to get into the lead, and you'll be badly weakened. It's virtually impossible for a front-runner to come back from a slow start.

Practise your start over and over again until you get your timing right

TAKING UP POSITION

Keep the pace down

When a front-runner gets slaughtered, it's usually because the pace was too fast during the race, and the horse runs out of stamina and potential in the homestretch. Once you've obtained the lead, be sure to ease your pace and save your strength for the final stretch.

When you're miles better than the other horses, you can always put on a spurt and tire out the others...

MAKING YOUR MOVE

Keep an eye on the horse behind you

When deciding when to fire, you need to look back carefully and see if the others are making a move. If they are, you'll want to gradually pick up speed and maintain the distance between you and them.

On a racetrack with a long homestretch, hold back from firing for as long as you can.

HINT!!

A good start is absolutely essential.

A front-runner lives and dies by its start. Practise again and again to avoid a slow start. Also, if you're racing against other front-runners, be careful not to let the pace get too fast.

DROP-IN HORSES

TAKING UP POSITION

Get into your favourite position

Most horses favouring this style are pretty flexible copers, so you don't have to worry too much about position. Having said that, the best position to take is right behind the front-runner. If you can, make a spurt at the start and position yourself on the inside.

If you can get good inside position, everything else will just fall into place

DURING THE RACE

Think carefully about your pace

When the front-runner makes a dash for it, this kind of horse just can't bear to be left behind and fires too. But if you just run heedlessly, there's no way you're going to be with the front-runner at the finishing post. These horses have to watch their pace more than any other racing style.

You'll know you're running easily and at your best when the Motivation Marker is green

MAKING YOUR MOVE

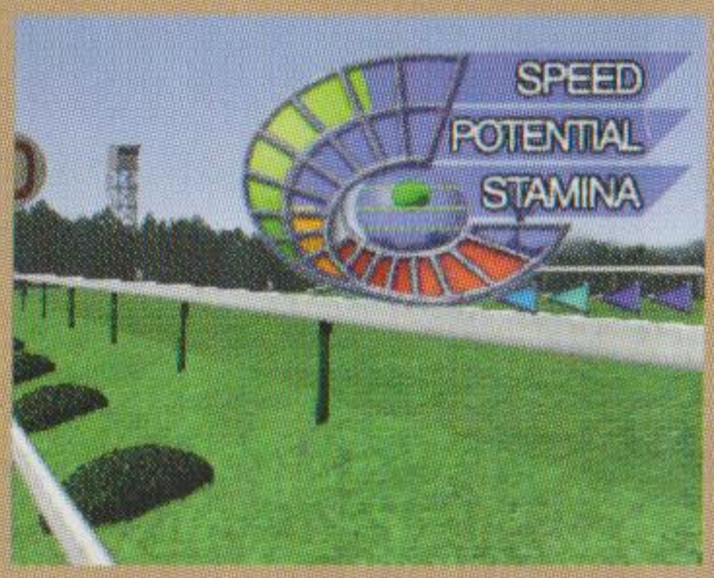
Keep on the inside

Keep within striking distance of the front-runner while watching the distance between you and the horses behind you. If you try to overtake the front-runner early on, you'll have to watch out for the onslaught from the horses further back when the race reaches the final furlong.

Stick on the inside and save your stamina

HINT!!

Maintain your pace to become victorious!



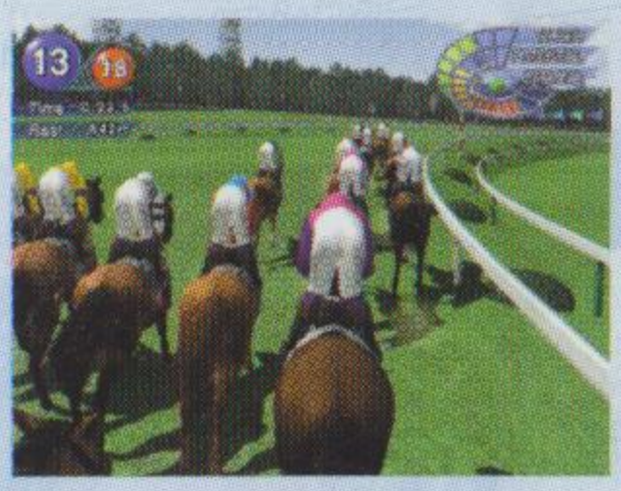
Although these horses are versatile and can cope well in different circumstances, they lack the power of front-runner and hold-up horses. The most important thing is to maintain your own pace.

DROP-OUT HORSES

TAKING UP POSITION

Save your stamina for when it counts

These horses don't really need to worry that much about their position at the start or during most of the race. Hold yourself towards the back of the pack, and concentrate on saving your stamina and potential for a sprint down the final stretch.



It's essential to hold back for the first half of the race

DURING THE RACE

If the pace is slow move up the field

Even if a horse prefers being covered up, at a slow pace it will be difficult for it to catch up with a front-runner. If you feel the pace is slow, try to take the lead early, even if it blunts your final push. If you don't, you'll not be able to break away successfully.

Although it goes against the grain to make an early move, it's better than wasting your abilities

MAKING YOUR MOVE

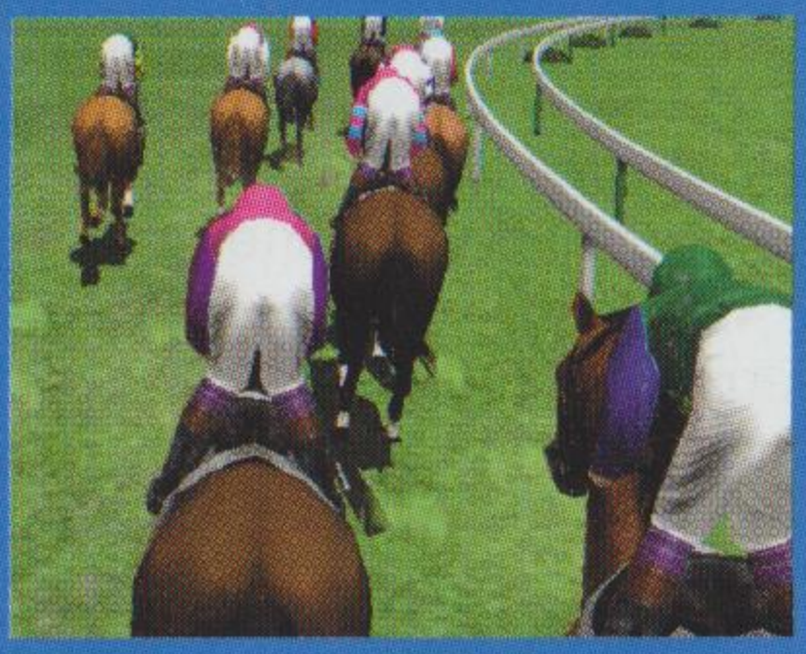
Stay on the inside or move to the outside?

While moving up the pack you'll want to stay on the inside as much as possible and conserve your stamina. However, there is the danger that you will be unable to break out of the pack. If it looks like you're being pinched back, it is important to move quickly to the outside

In any case, the worst thing you can do is to vacillate, so make quick decisions.

HINT!!

Focus on timing your move and choosing your course



These types of horses require split-second decisions on when to fire and on which course to take. Only experience can help you grasp the necessary timing.

HOLD-UP HORSES

START

Is a good start really a good thing?

It is tempting to make a flying start the instant a race begins. But when this type of horse makes a flying start it then has to reduce speed sharply to take up position at the rear of the pack. So try to delay your start by a fraction.

Aim for a start that puts you at the back of the pack.

DURING THE RACE

Watch the pace!

If the front-runner sets a slow pace, then your favourite tactics are rendered useless. If you waste too much time jockeying for position in the back, you may find you are distanced from the pack, and it'll be hard to get back into contention.

If the pace slows down, it's better to move up the field. If you don't...

MAKING YOUR MOVE

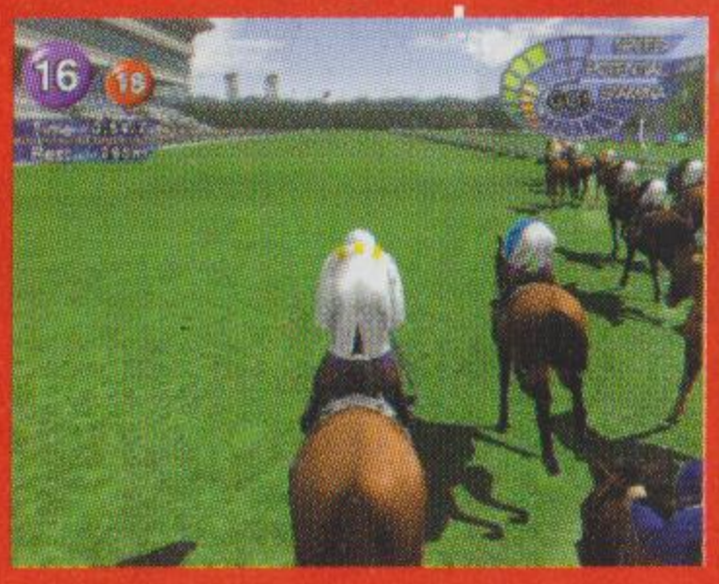
A sudden attack from the outside!

If you try to move along the inside, you will always find it blocked. It takes a bit of nerve, but it's best to move to the far side. In the home stretch, the turf on the outside is in better condition than on the inside, so you should make better ground.

A sudden onslaught on the outside! How beautiful it is!

HINT!!

Be mindful of being affected by the overall

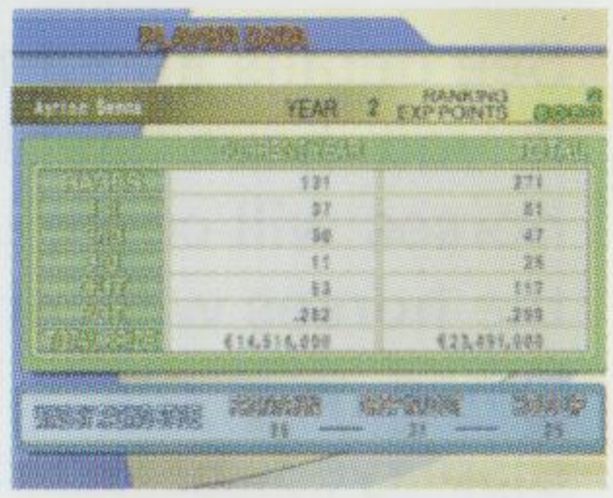


In a high paced race, you can make amazing moves in the home stretch, but in a slow paced race, you may never get the chance to show your ability. Compromises may have to be made at times.

The "information" Command

Data

See your current and total statistics



Your current statistics

Cups

See the number of your G1 wins and a breakdown of what kind of races they were.
A list of race names will come up. When you select a race you can see how many times you have won it, the year in which you first won and the name of the horse on which you first won it on. You cannot select a race that you have not won.

Stats

See your past records.
For outstanding achievements (such as Leading Jockey or Rookie of the Year), a trophy will be displayed.

Collect all the trophies!

Hall of Fame

See the records of former stable horses, now enshrined in the Hall of Fame. A list of the horses in the Hall of Fame will come up. Select a horse from the list to see detailed information. Only the top ten horses are recorded.

Question

Once in a while, I win a race that I was never expected to win. Is there a way that I can express the exultation that I feel?

⊗ button + UP on the directional button can only be used when you win

Game Settings

Select "NEW GAME" from the Start Menu and you'll go to the initial setup screen for the Story Mode. Once you have decided the four settings below, the Story Mode will start.

Difficulty

Select a level of difficulty from "Normal", "Easy" and "Hard".

Name

Select the player's name. You can use between 1 and 10 letters for both the first and last names.

Look to the bottom-right if you need a space.

Gender

Select the player's gender.

Assigned Stable

Select a stable to be assigned to. You have a choice of 20 stables.

Answer

When you are lacking in experience as a jockey, you should use the general command "stable" (see page 21) to visit the stables; you may find requests for replacement riders. When the top jockey's stable horses are appearing in several different meets, you may be asked to ride instead. When you start out as an apprentice try visiting the stables regularly.

The Story Mode

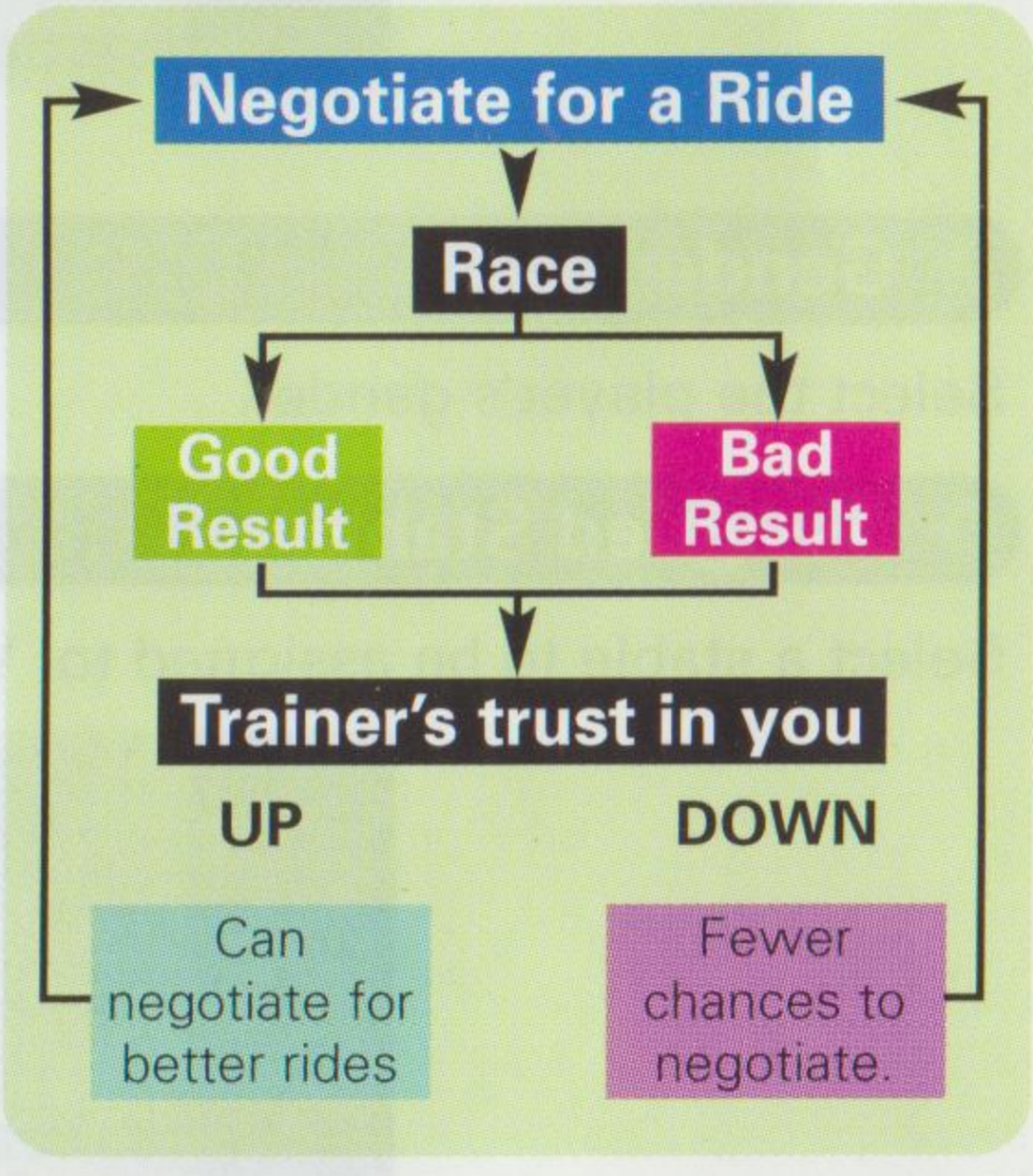
Your Goal is to Become Leading Jockey!

In the Story Mode, the player begins as an apprentice jockey and works to become a top jockey. During the course of the story, the player contends for the Rookie of the Year Award and takes part in G1 races. The player gradually moves up the ladder to his final goal of becoming the Leading Jockey (The jockey with the most wins). If the final statistics at the year's end make you the Leading Jockey, the mode is cleared and the end credits will appear.

You can continue playing even after the ending. You can set your own new goal, such as winning the Top Jockey Award (by winning the jockeys' Triple Crown - most wins, highest winning percentage and highest total earnings) or by dominating the G1 races. Choose your new goal and play to your heart's content!

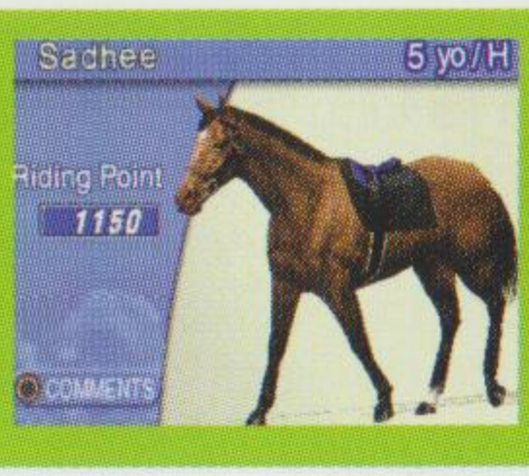
About the Story Mode

In the Story Mode, every week you aim to secure a ride by negotiating with the trainers to compete in a race. Initially, the trainers won't have much trust in you, an apprentice without much riding experience, and you won't be able to negotiate for the contenders. But if you can get good results, the trainers' trust in you will increase, and you will be able to negotiate for better rides. So aim to produce good results in order to negotiate for good horses.



Question

When I refused to ride a stable horse I had ridden until then, even though I only refused this one time, the racing skills level decreased dramatically, and I am no longer the horse's stable jockey. Why?



The better the horse the easier it is to lose it to another jockey

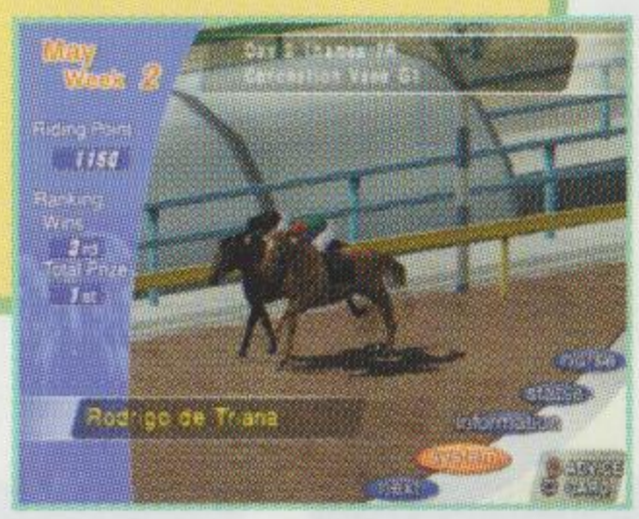
A Jockey's Life

Your life as a jockey falls into weekly blocks. A week is divided into two racing days (Day 1 and Day 2) and preparation time (prep time). There are races each week over the entire year (52 weeks). These 52 weeks are then grouped into blocks consisting of 4 weeks each, making a total of 13 blocks.

Weekly Activities

Prep Days

- Negotiating for a ride (see page 18)
- Changing the rotation (see page 17)
- Suggesting retirement (see page 17)



Race Days

- Ride in a race (see page 25)

Select "Next" to move to the race days

Race Days

The year's schedule.

BLOCK		1	2	3	4	5	6	7	8	9	10	11	12	13
TRACK	1	BOU	THA	BOU	BOU	THA	THA	SCH	NOR	NOR	BOU	THA	THA	BOU
	2	HEA	HEA	VIC	VIC	HEA	LAN	VIC	SEI	SEI	VIC	HEA	HEA	VIC
	3		SEI	LAN		NOR		KID	KID	HAN	HAN	SCH	SCH	LAN
EVENT		A	B	C			D							E

A Introduction of rated 2 year-olds
B Introduction of apprentices
C Introduction of rated 3 year-olds
D The two year-olds' debut race
E The year-end Awards

Definitions for track name abbreviations can be found on page 28.

Answer

Two of your horses clash in the same race- a situation you are bound to run into at some stage. When this does happen, since you can only ride one horse, you may well find that the horse you turned down may find another stable jockey. Look carefully at your stable horses' schedules, and if it looks like more than one may end up running in the same race, you might like to suggest a change in the roster.

Things a Jockey Needs To Remember

The trainers' trust in you

The different trainers have varying degrees of trust in you. The degree of trust is on a scale of 0~250. The more trust a trainer has in you, the easier it is to negotiate for a good horse (see page 18). A trainer's trust in you will go up when you get good results, but will go down if you back out of a ride or if you don't ride up to expectations.

Winning races leads to even more trainers trusting you with their horses.

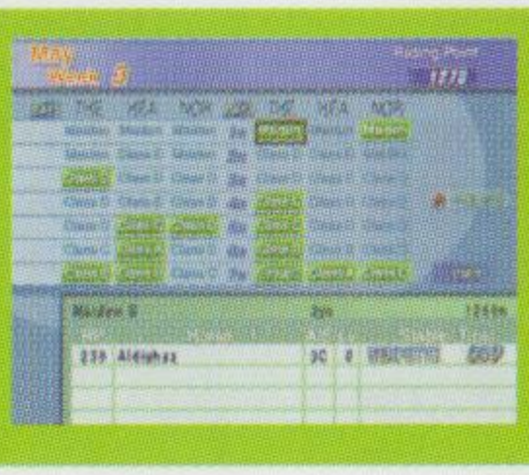
Stable horses

Racehorses have a statistic called "Racing Skills Level (Lv)". This statistic goes up when you get good results with the horse. But your level for the horse will go down if you get bad results, if another jockey gets good results riding it, or if you back out of riding it.

When you become a horse's stable jockey, that horse becomes your stable horse (a regular ride). Whether or not you can become the stable jockey depends on the horse's racing skills and level of ability, your own level of experience, the ability of the horse's previous rider and the degree of trust the trainer has in you.

Question

When I negotiate, the trainer only says, "Give me a little more time to think about it." and ultimately, I don't get the ride. What's going wrong?



Go for a steady stream of weaker horses, or pin all your hopes on just one strong horse.

What are Riding Points (RP)?

RP are used to negotiate for a ride (see page 18), to change the rotation and to suggest that a horse should be retired. Your RP will return to the maximum level at the start of each new week.

The more RP you have, the wider the strategies open to you.

As you gain in experience, your maximum RP will also increase.

Prep Time Activities

Suggesting a change in the roster

Suggesting a change in the roster will cost you RP. Whether or not your suggestion is agreed to depends on your level of experience and also on the conditions of the races around the time of the proposed change. The number of RP required will vary depending on the conditions.

If you repeatedly make the same suggestion, you are more likely to be listened to.

Retiring a stable horse

You can suggest retirement for a stable horse over three years old that is winning G1 races (two year-olds are excluded). Suggesting retirement will cost you RP, and your suggestion may be turned down. Whether or not your suggestion will be approved depends on your level of experience and the horse's degree of maturity. If a horse is good, it may be a good idea to retire it before it blemishes its record.

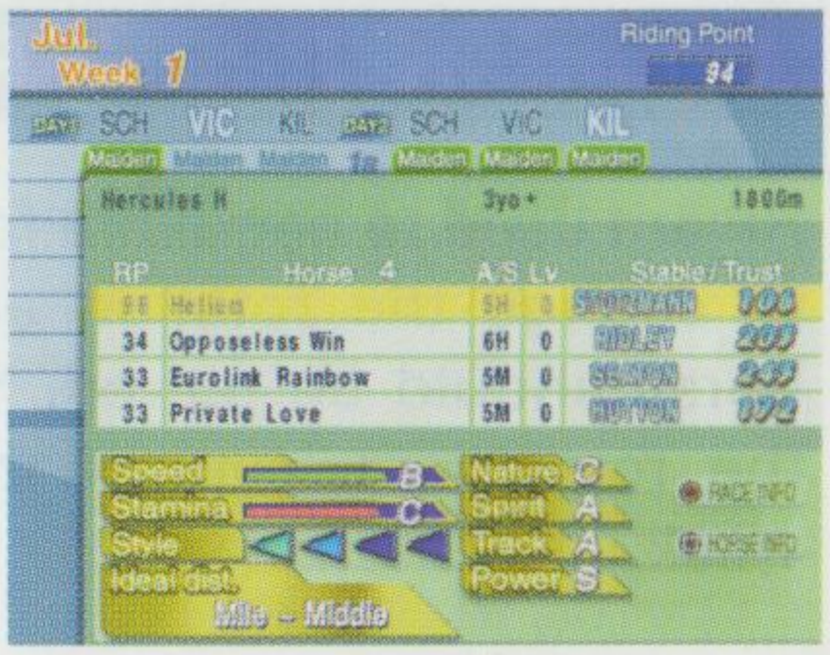
The factors involved when a trainer selects a jockey include your level of experience, how much the stable trusts you, the racehorse's ability and the result of its previous race. If another jockey got a good result in the previous race, or if your level of experience is lower than the horse's level of ability, then you have very little chance of success. On the other hand, you should have more chance of success if you go for a horse from your own stables, or if you negotiate repeatedly for one particular horse.

Answer

Negotiating for a ride

What is 'negotiating for a ride'?

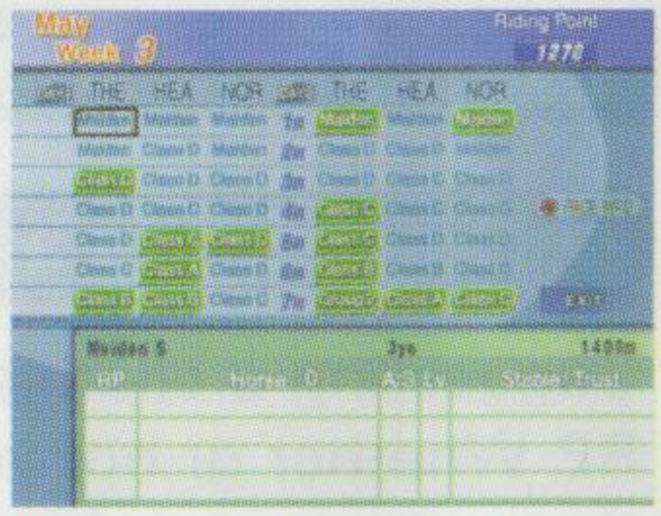
To decide on a horse to ride, you first have to negotiate with the trainer. If you don't, you'll never ride in a race. To negotiate for a ride you need RP (see page 17). You can negotiate to ride in multiple races in the same day as long as they are held at the same track.



If you don't have enough RP, you can't negotiate.

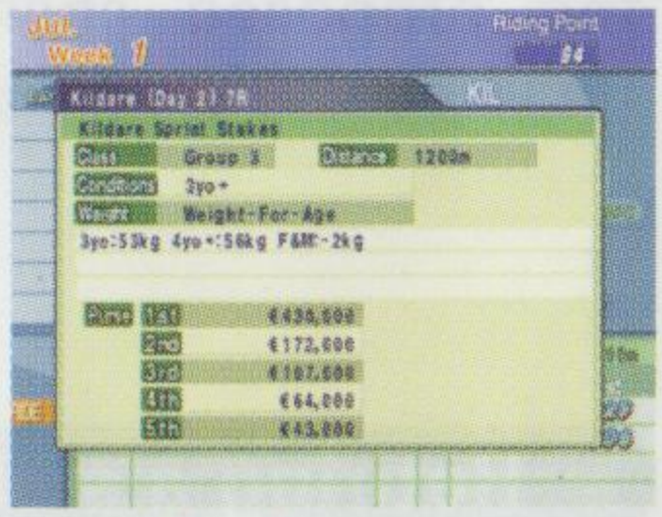
How to negotiate for a ride:

1. The ride negotiation screen will come up at the start of the week. It shows the races in which horses open to negotiation are due to appear.



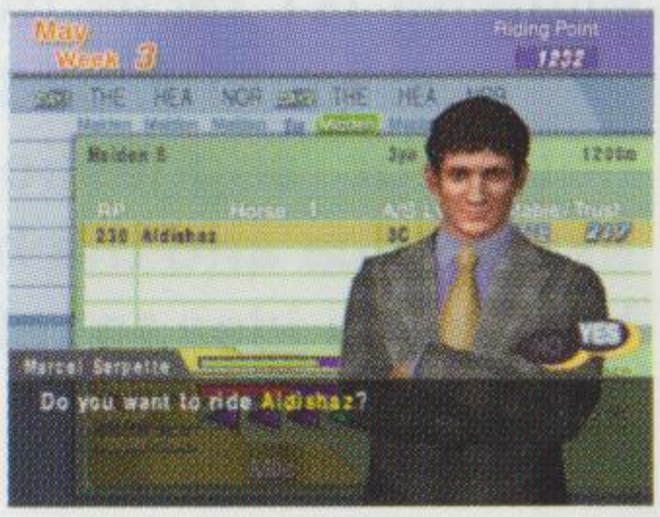
Races open to negotiation

2. Point the cursor to a race, and press the ⊗ button. The names of the horses open to negotiation will be displayed. Next to the horse's name is the number of RP required.



Press the O button to view more info about the race.)

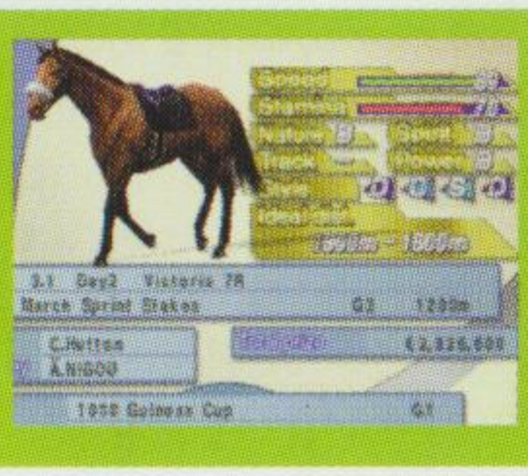
3. Point the cursor to the horse you're interested in and you can see its details. Press the ⊗ button to negotiate.



Negotiate yourself a ride

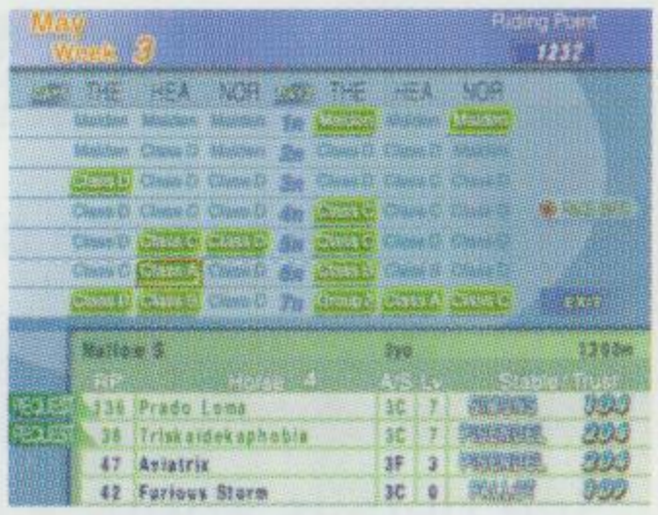
Question

When I look up a particular horse, detailed information about its aptitude for various distances and its racing style are displayed. I don't think these values have changed, but are there any differences?



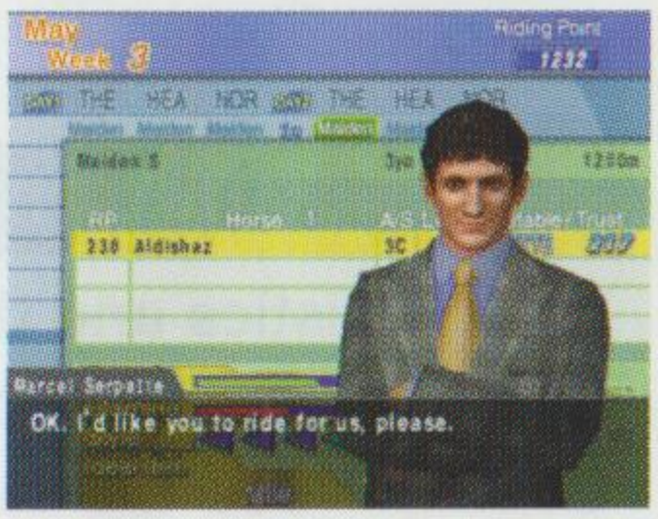
Full and detailed information is given for four year-olds and over.

4. If 'REQUEST' is next to a horse's name, the negotiation is approved unconditionally and will not cost you any RP. However, if you negotiate for another horse in the same race, or even at another racecourse, then renegotiate for the 'REQUEST' horse that same week it will cost you RP. And there is always the chance that the 'REQUEST' horse will just vanish from the list.



(When a 'request' horse comes up, you're in luck

5. In all other cases, negotiations with the trainer decide whether or not you can have the ride. The success or failure of the negotiation depends on such factors as your level of experience, how much trust the stable has in you, the racehorse's ability and its result in its previous race.

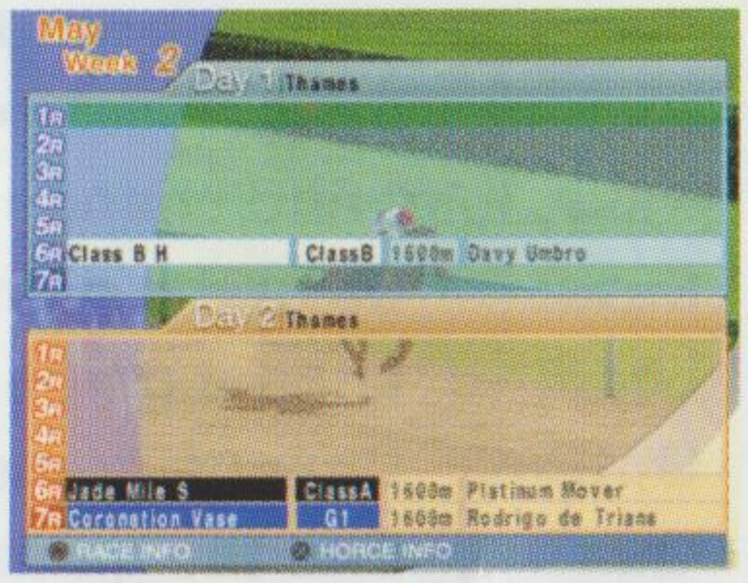


Success!

6. When you've decided all your rides, select "Exit".

Checking your rides

When you've concluded all your negotiations, the Main Screen will come up. Press the □ button and that week's racing schedule will be displayed.



Check the list of this week's rides

Answer

When a horse is two or three years old, its speed and stamina are only displayed in graph form. However, when a horse reaches four years old, or when its Racing Skills Level is 11 or higher, more detailed information, S~E, is displayed. Also, its preferred racing style and distance aptitude are displayed in similar detail. So if you ride a horse again and again, the more you raise its Racing Skills Level, the more clearly you can grasp its character.

A list of the general commands

This is a list of the commands you can use during prep time.

▶ "horse" (see page 21)

See details about a horse.

▶ "stable" (see page 21)

Go to a stable and see information about that stable.
HORSES: See information about the racehorses being trained at that stable.

▶ "information" (see page 22)

Your statistics and the statistics of other jockeys.

Data: See your current and total statistics.

Cups: See the current total of G1 victories, and a breakdown of the types of G1 races won.

Stats.: See your past results.

Hall of Fame: See the records of your former stable horses now enshrined in the Hall of Fame.

Ranking: See jockeys' statistics

▶ "system" (see page 23)

Save, load and change game settings.

Save: Save the game.

Load: Load a game.

Option: Change game settings.

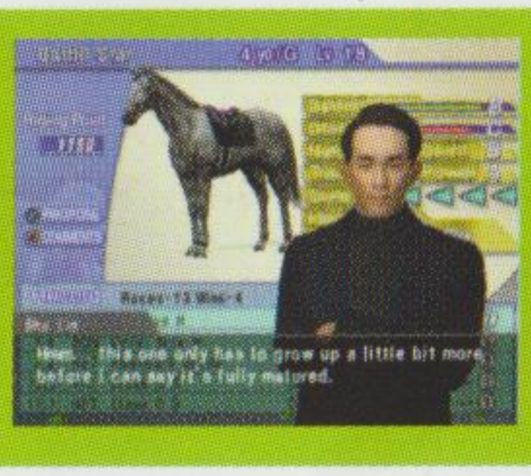
Quit: End the game and return to the Start Menu.

▶ "next" (see page 24)

End the current week's activities.

Question

One of my stable horses put up a gallant fight in the G1 as a two year old, and I expected even greater things out of it as a three year-old, but it suddenly stopped winning. I don't think that the problem is my riding technique, or is it?



It may be helpful to look at comments on the Racehorse Information Screen.

HOLD-UP HORSES

START

Is a good start really a good thing?

It is tempting to make a flying start the instant a race begins. But when this type of horse makes a flying start it then has to reduce speed sharply to take up position at the rear of the pack. So try to delay your start by a fraction.

Aim for a start that puts you at the back of the pack.

DURING THE RACE

Watch the pace!

If the front-runner sets a slow pace, then your favourite tactics are rendered useless. If you waste too much time jockeying for position in the back, you may find you are distanced from the pack, and it'll be hard to get back into contention.

If the pace slows down, it's better to move up the field. If you don't...

MAKING YOUR MOVE

A sudden attack from the outside!

If you try to move along the inside, you will always find it blocked. It takes a bit of nerve, but it's best to move to the far side. In the home stretch, the turf on the outside is in better condition than on the inside, so you should make better ground.

A sudden onslaught on the outside! How beautiful it is!

HINT!!

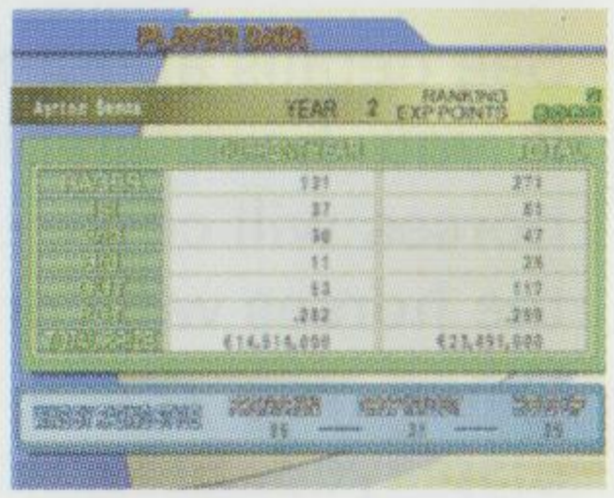
Be mindful of being affected by the overall

In a high paced race, you can make amazing moves in the home stretch, but in a slow paced race, you may never get the chance to show your ability. Compromises may have to be made at times.

The "information" Command

Data

See your current and total statistics



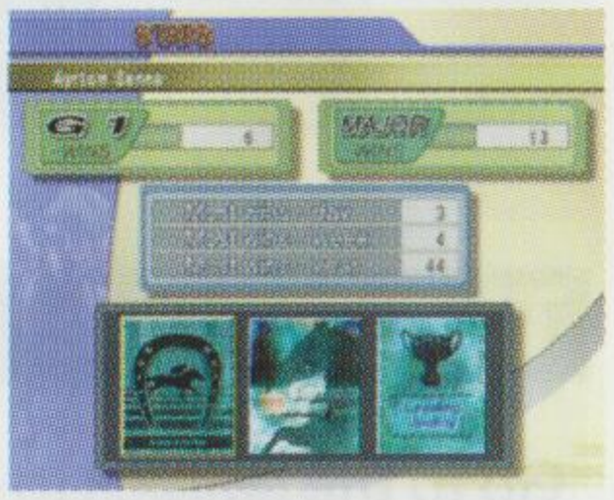
Your current statistics

Cups

See the number of your G1 wins and a breakdown of what kind of races they were.
A list of race names will come up. When you select a race you can see how many times you have won it, the year in which you first won and the name of the horse on which you first won it on. You cannot select a race that you have not won.

Stats

See your past records.
For outstanding achievements (such as Leading Jockey or Rookie of the Year), a trophy will be displayed.



Collect all the trophies!

Hall of Fame

See the records of former stable horses, now enshrined in the Hall of Fame. A list of the horses in the Hall of Fame will come up. Select a horse from the list to see detailed information. Only the top ten horses are recorded.

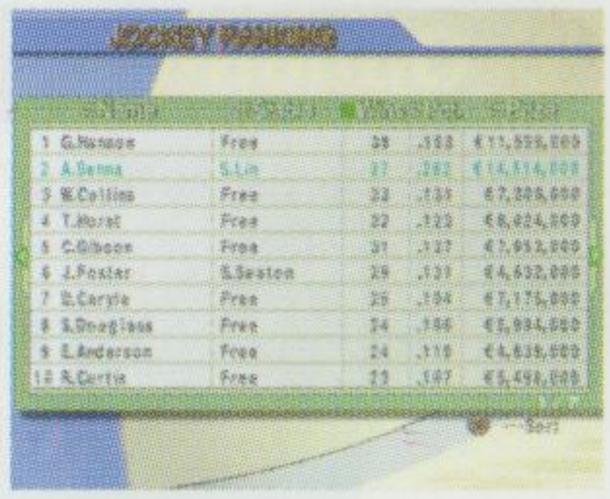
Question

Once in a while, I win a race that I was never expected to win. Is there a way that I can express the exultation that I feel?

⊗ button + UP on the directional button can only be used when you win

Ranking

See jockeys' statistics.
You can sort the ranking by various categories by pressing the ◎ button. Highlight the desired category with the directional button and then press the ⊗ button to sort.

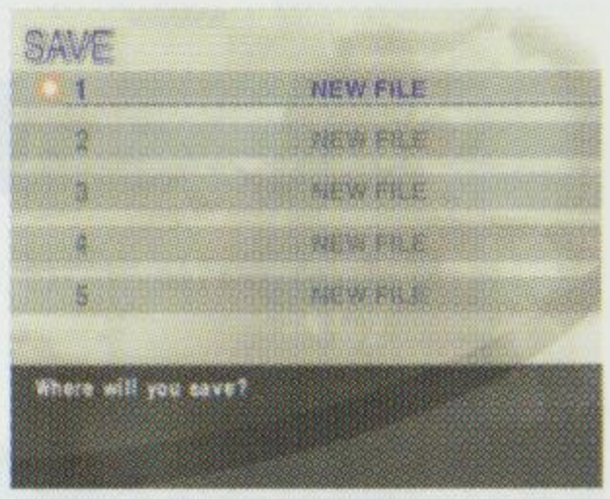


Your winning percentage will only be displayed in the Rankings when you have ridden in more then 50 races in that year.

The "system " Command

Save

Save the game. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.
More than 312KB of free space is required to save Story Mode data, and more than 70KB of free space is required to save system data. System data is required to save the game settings in the "Option" screen.



You can save up to 5 story mode data.

Load

Load Story Mode data and resume the game.

At times like that, how about striking a victory pose? Press the ⊗ button along with UP, DOWN, LEFT or RIGHT on the directional button, and the jockey will strike a victory pose.

(The pose will vary according to which direction you use on the directional button).

Answer

Option

Change game settings

VIBRATION	Turn the vibration function on and off
MESSAGE	Change the message speed
LANGUAGE	Change the language of the game
SOUND	Switch the BGM between "STEREO" and "MONO"
BGM LEVEL	Set BGM volume
SE LEVEL	Set sound effect volume

Quit

End the game and return to the Start Menu.

The "next" Command

End the current week's activities. If you have a ride scheduled that week you will proceed to the race; if not, you will proceed to the next week.

Question

I much prefer steeplechases to racing on the flat. Please tell me the points to watch out for when riding in a steeplechase.

Things to be Done on Race Days

Check the race card

Just before a race is due to start, the race card will be displayed. When looking at the card, give careful consideration to your rival horses' abilities, racing styles and jockeys, and decide on your strategy.
Use the directional button to select a horse; press the ◎ button, and detailed information will come up. In addition, you can get an idea of a horse's mood by seeing how it moves in the paddock.
Press the ◎ button again to return to the race card.
Press the ⊗ button to start the race

Race results

After a race finishes, the results will be displayed. Scroll down using the directional button to see the complete list.

Coronation Vase
THAMES
FAIR
FIRM
1 2 Liebelei 55 D.Carvle 1.46.4 12
2 10 Thirst of Love 57 C.Gibson NOSE 2
3 5 Fiodera Keepers 57 L.Hamilton 5 3
4 11 Hanas 57 F.Thorpe Hd 4
5 3 Surprising News 55 R.Warlock NOSE 5
6 18 Absurdity 55 C.Lagrange NOSE 6
7 7 Midnight Cowboy 57 S.Sombart FAR 7
Replay
Save

Replay

Select "Replay" on the Race results screen to see a replay of that race. Select "Save" to save that replay data. You can watch saved replay data by selecting "REPLAY" from the Start Menu. While watching a replay, you can change the viewing angle by pressing the ◎ button while pressing the R2 button. You can change horses by pressing UP or DOWN on the directional button.
Press the △ button to return to your own horse.

99KB of free space is required to save replay data

Answer

One of the most obvious points in which steeplechases differ from races on the flat is the shape of the course. In a flat race, the course only curves one way, either to the right or to the left. However, in a steeplechase the course may have curves in both directions. You have to memorize the course and aim to run the most economical distance.

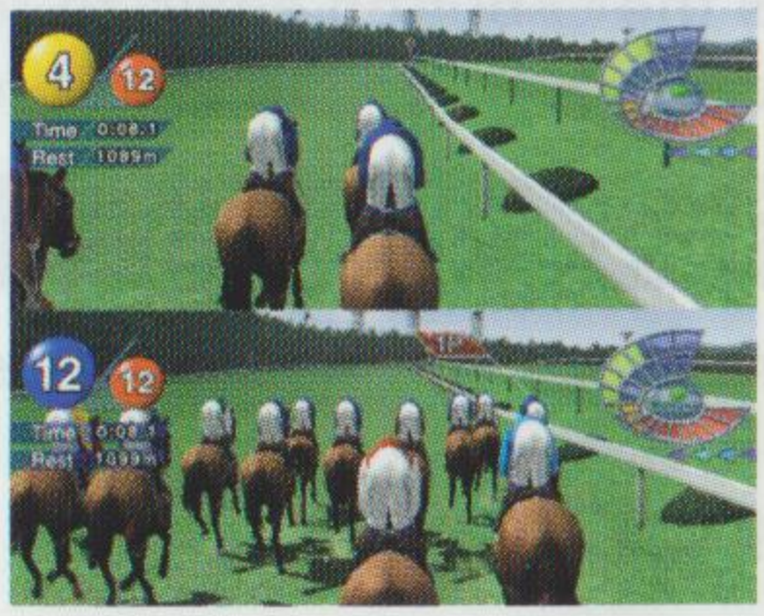
Trial Mode

About the Trial Mode

In Trial Mode, the player can choose one horse to compete in a race of their choice

Number of players

Up to two players can compete at the same time. In this case, the screen is split, and you can choose to split it horizontally or vertically.



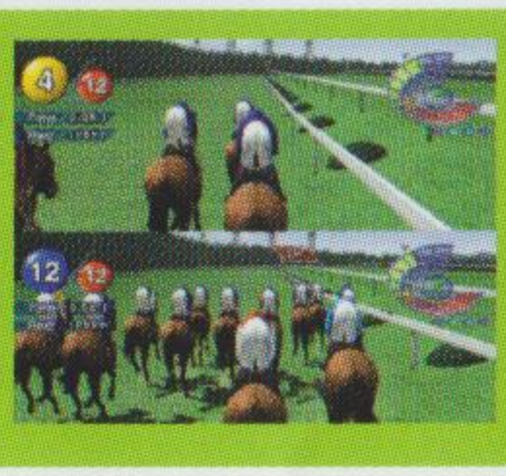
Steeplechases

Steeplechases are also available.
During a steeplechase, a bar will come up just before you jump a fence. Time it so that you press the ⊗ button when the cursor is in the green area.

(Time it right or you will fall behind!)

Question

I cannot bear losing a two-player contest. Do you have any advice for winning?



Watch your position, even more than when racing against the computer.

Starting the Trial Mode

❶ Set up the conditions

Set the conditions. The categories to set are the number of players, the racecourse, the distance, the race conditions, the weather conditions and the track conditions.

The best conditions for you are...

❷ Select a racehorse

Select a horse to ride. There are 6 ranks from S...A to E, with S being the highest.
You can sort by category using the ◎ button.

❸ Checking and changing the opposition

Check the other horses competing in the race. If you want to change a rival horse, point the cursor to its name and press the ⊗ button. Then select another horse you want to race against. When all the changes have been made, select "OK".

(In the case of a two-player contest, choose which way the screen will be split - horizontally or vertically, after the rivals have been set and both players have chosen their horses.)

Answer

The basics of two player games don't really differ from when you're racing against the computer. However, since the screen being split limits your field of vision, you have to be even more aware than usual of your rivals' positions. Mind you, the same holds true for your opponent. You can use the narrow field of vision to counterattack, like making a sudden dash from where your rival can't see you. This kind of contest is just right for such tactics.

Reference Information

The Troy Seminar (Tutorial)

The Troy Seminar is a held by a group of jockeys headed by Troy Barton. They continually discuss how they can improve on their riding skills. In the Tutorial Mode, the Troy Seminar will help you learn the basics of riding

Types of Horses

Filly: A female under 4 years of age.
Mare: A female over 4 years of age.
Colt: A male under 4 years of age.
Horse: A male over 4 years of age
Gelding: A male that has been neutered.

Abbreviations

A/G: Age/Gender Ex. 4/F = a four year old filly

Abbreviations for racetracks

Boulogne	BOU	Normandy	NOR
Hansa	HAN	Schwarzwald	SCH
Heather	HEA	Seine	SEI
Kildare	KID	Thames	THA
Lancaster	LAN	Victoria	VIC

Note

In the German Language setting, the abbreviation for "Fohlen and Stuten" is "F&S," but the term "Fohlen" in this case actually stands for "Stutfohlen."

Notes

Notes

Notes

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